

IN THE CLAIMS:

1. (Currently Amended) Apparatus for interactively generating a display signal, the apparatus comprising:

a receiver receiving a broadcast signal, the broadcast signal comprising at least one ~~datastream~~ data stream including a sequence of video frames, data defining a background object corresponding to each video frame, and control parameters; and

a processing system generating a foreground computer generated object (CGO), monitoring the position of the foreground CGO with respect to the background object, and combining the foreground CGO with the background object ~~image data from the receiver in each video frame to generate the display signal~~, in accordance with the received control parameters and ~~monitoring the~~ monitored position of the foreground CGO ~~with respect to the background object to generate the display signal~~.

2. (Previously Presented) Apparatus according to claim 1 wherein the control parameters define the position(s) of one or more areas of interaction in the background object, and wherein the processing system modifies the display signal when the position of the foreground CGO coincides with the position of a selected area of interaction.

3. (Previously Presented) Apparatus according to claim 2 wherein the control parameters define one or more rules associated with each area of interaction, and wherein the processing system modifies the display signal in accordance with each rule associated with the selected area of interaction.

4. (Previously Presented) Apparatus according to Claim 1 wherein the processing system modifies the display signal by modifying the foreground CGO.

5. (Currently amended) Apparatus according to Claim 1 wherein the broadcast signal comprises a plurality of ~~datastreams~~ data streams, the receiver being responsive to an upload request signal to select one of the ~~datastreams~~ data streams, and wherein the apparatus further comprises means for inputting upload request signals to the receiver in response to input from a user.

6. (Previously Presented) Apparatus according to claim 5 wherein the processing system modifies the display signal by inputting an upload request signal to the receiver.

7. (Previously Presented) Apparatus according to Claim 1 further comprising a user operable controller for controlling the foreground CGO generated by the processing system.

8. (Previously Presented) Apparatus according to Claim 1 wherein the control parameters define the three-dimensional position of a feature in the background object, and wherein the processing system causes the foreground CGO to be at least partially obscured when the monitored position of the foreground CGO lies behind the three-dimensional position of the feature.

9. (Currently Amended) A method of interactively generating a display signal, the method comprising:

receiving a broadcast signal, the broadcast signal comprising at least one ~~datastreams~~ data streams including a sequence of video frames, data defining a background object corresponding to each video frame, and control parameters;

generating a foreground computer generated object (CGO);

monitoring the position of the frequent CGO with respect to the background object;

combining the foreground CGO with the background object ~~in each video frame~~
~~to generate the display signal in accordance with the received control parameters; and the~~
monitored ~~monitoring the position of the foreground CGO with respect to the background object~~
to generate the display signal.

10. (Currently Amended) A method according to claim 9, wherein the broadcast signal comprises a plurality of ~~datastreams~~ data streams, the method further comprising selecting one of the ~~datastreams~~ data streams to be received.

11. (Currently amended) A method according to claim 10, wherein each ~~datastream~~ data stream includes a sequence of video frames each representing alternative views relating to a common subject.

12. (Previously Presented) A method according to claim 10, wherein the selecting step occurs when the foreground CGO is located at a predetermined position relative to the background object.